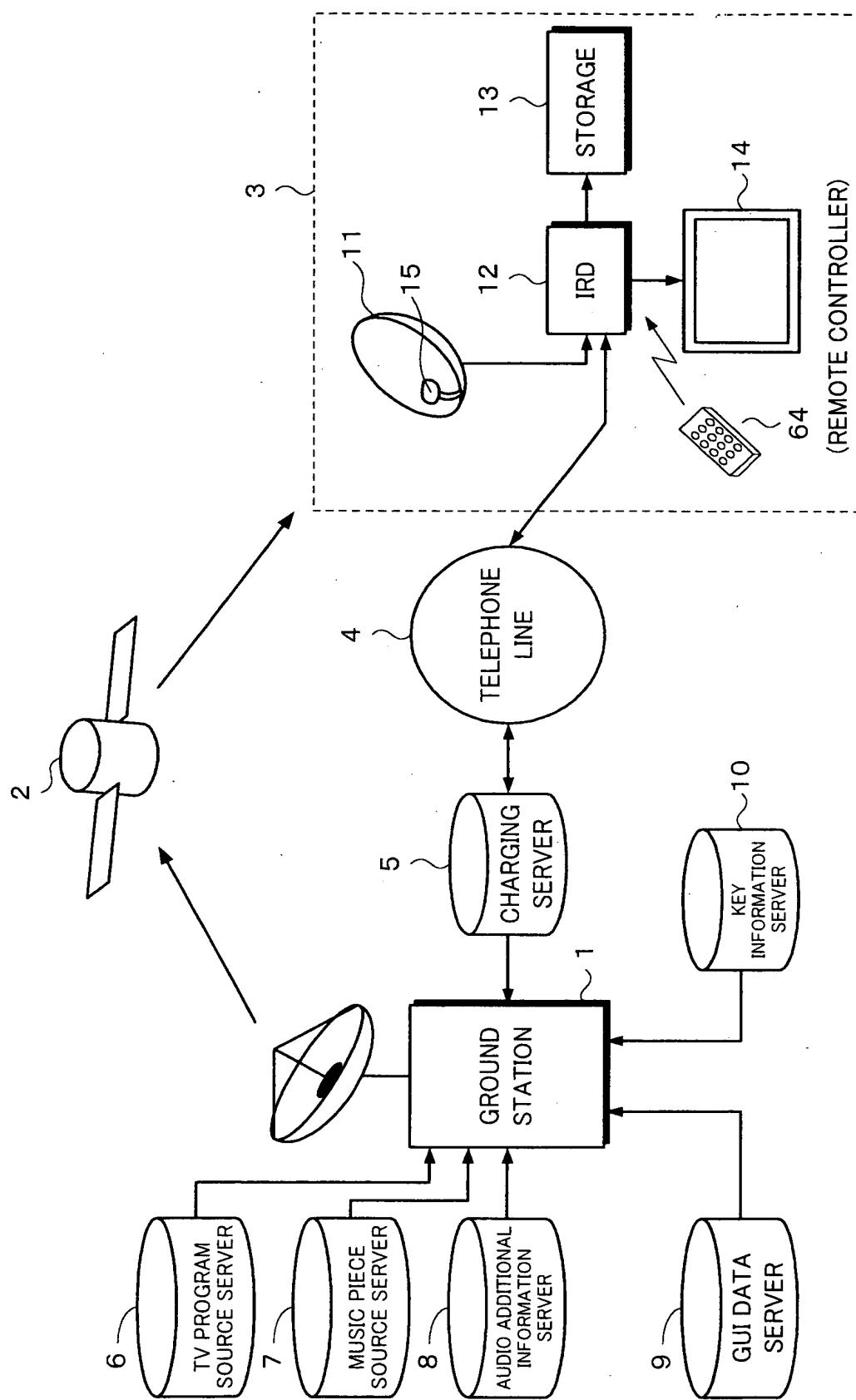
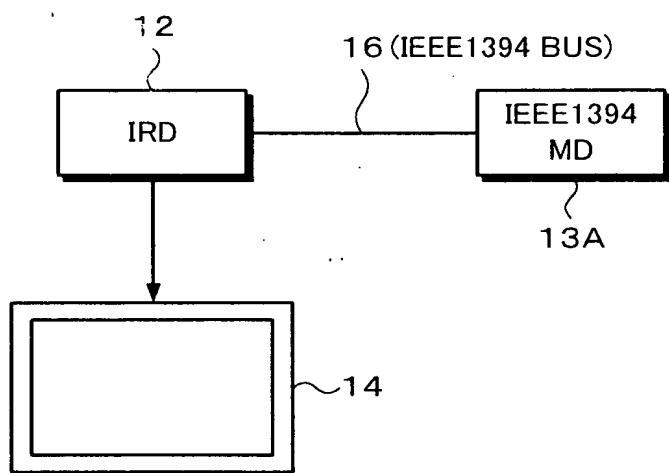


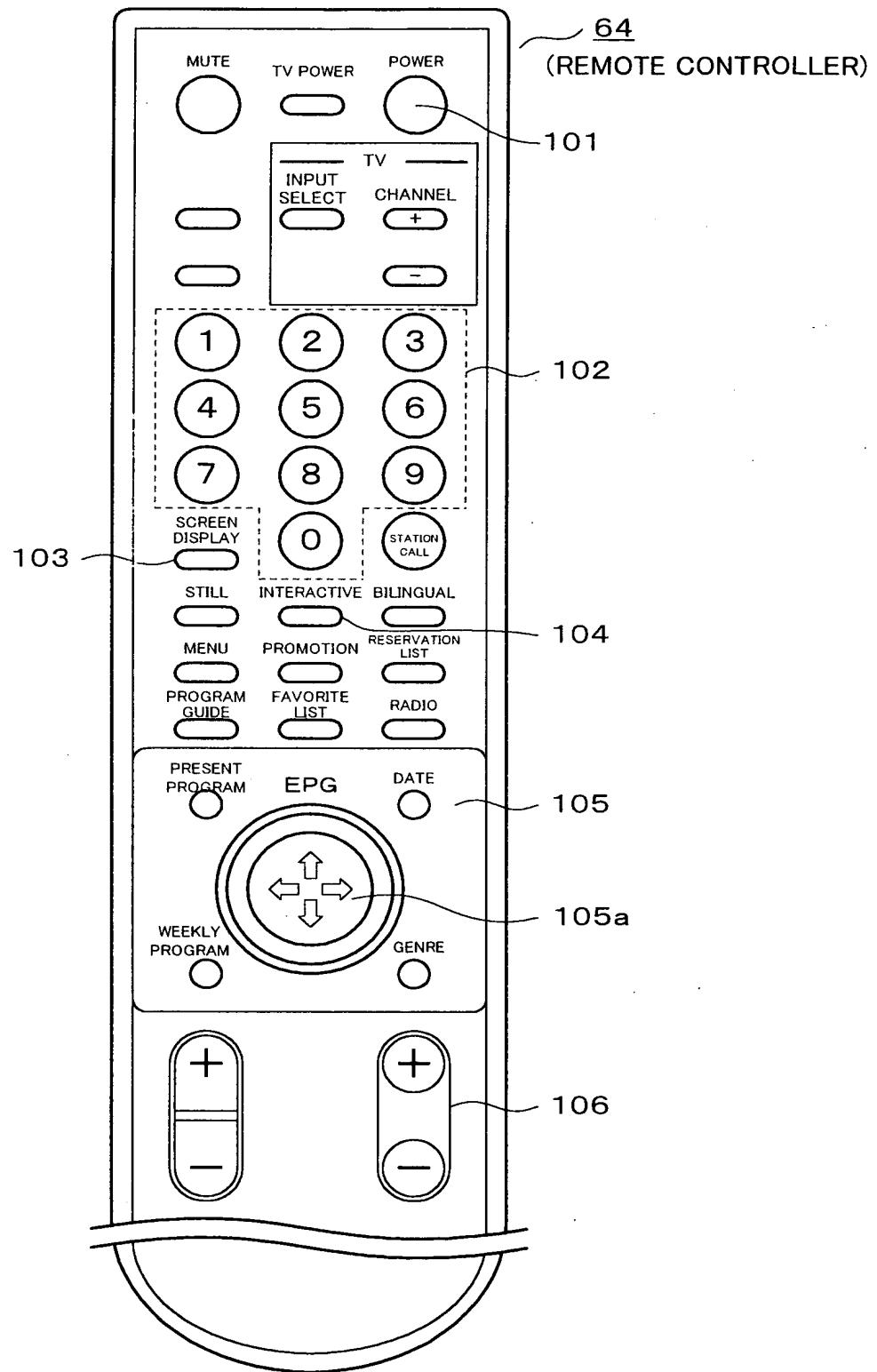
Fig. 1



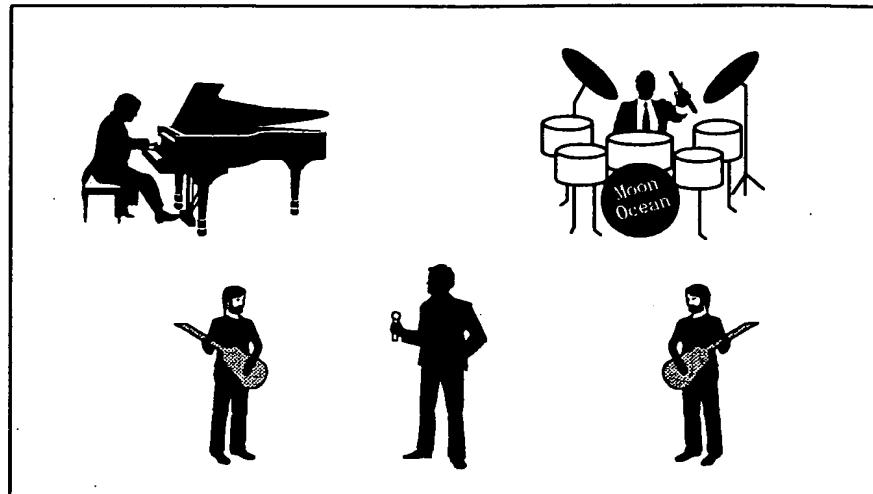
*Fig. 2*



*Fig. 3*

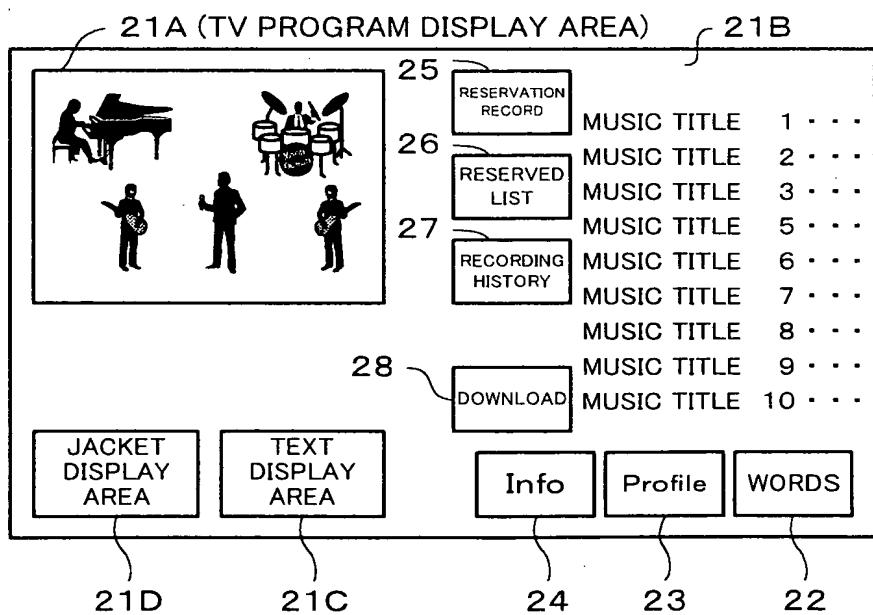


*Fig. 4A*

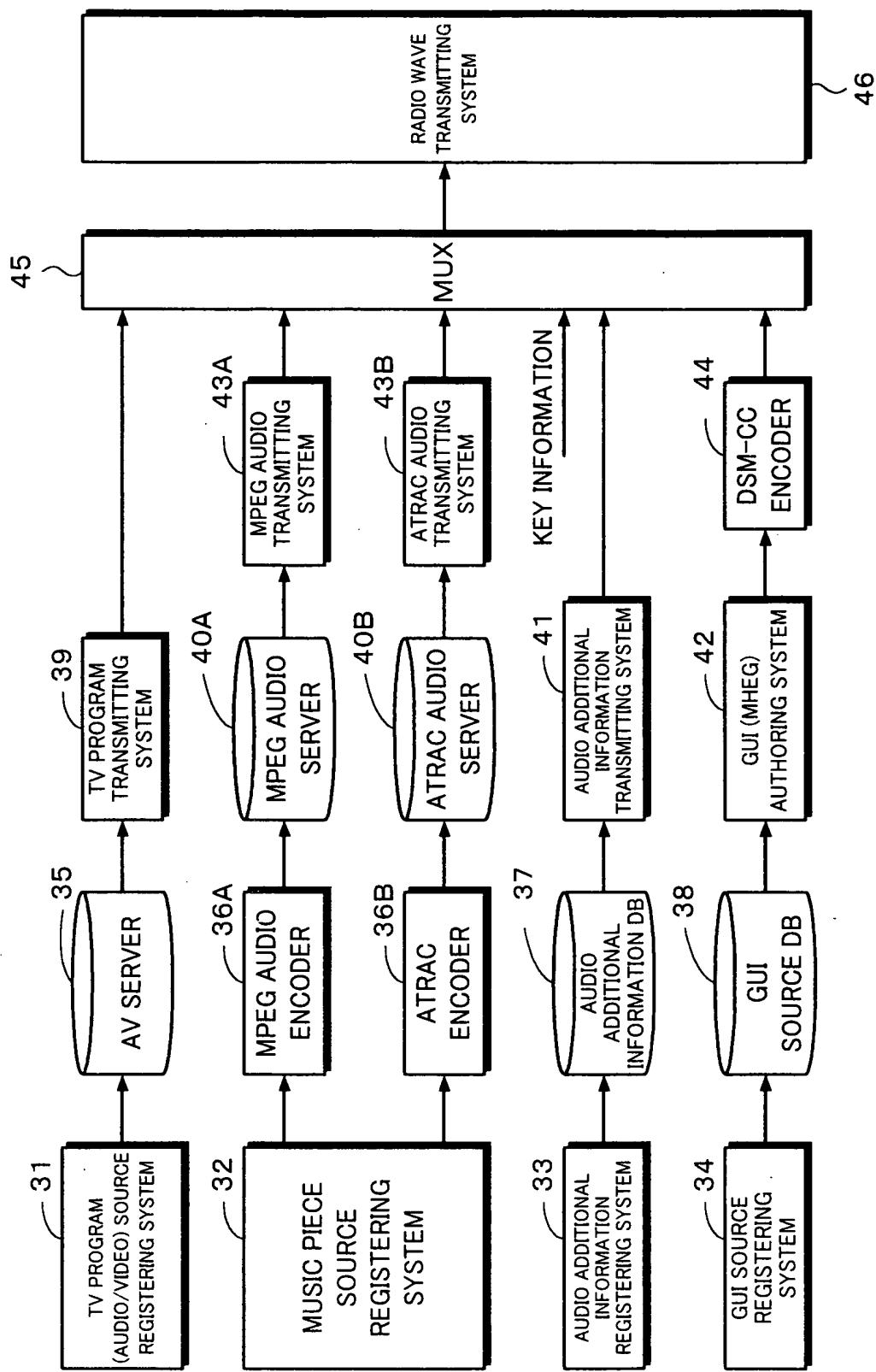


INTERACTIVE  
CHANGE-OVER  
KEY OPERATION

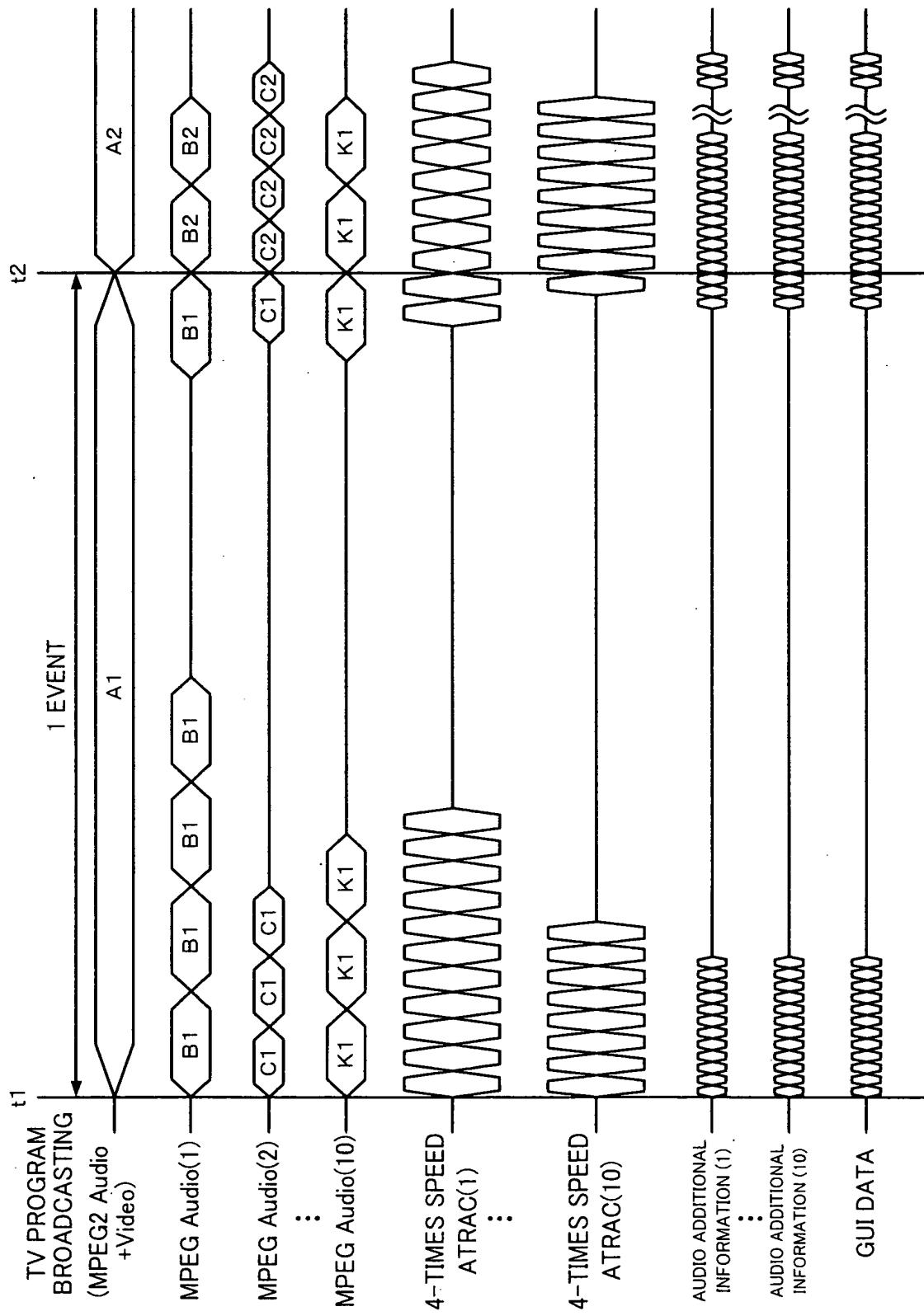
*Fig. 4B*



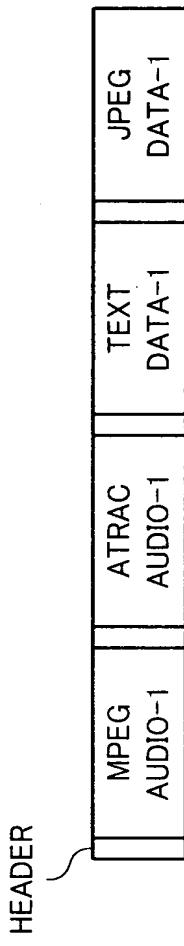
**Fig. 5**



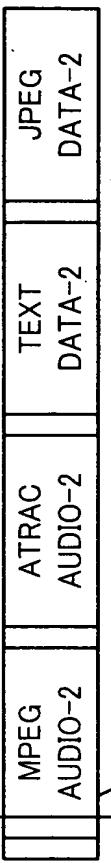
*Fig. 6*



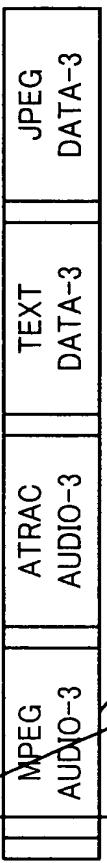
*Fig. 7A*



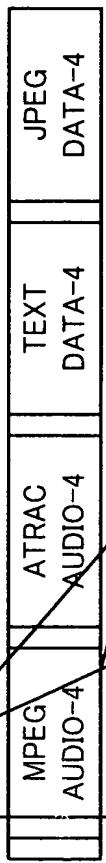
*Fig. 7B*



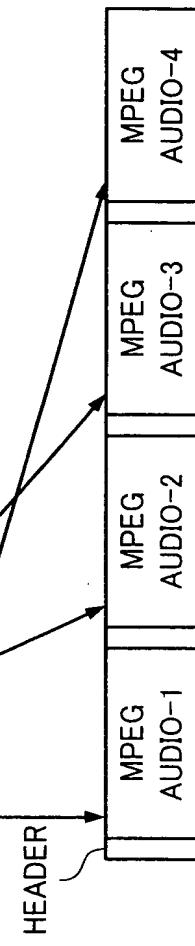
*Fig. 7C*



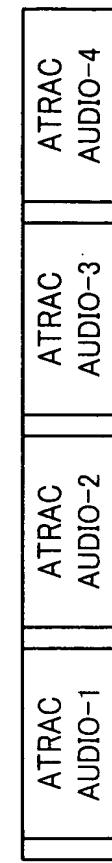
*Fig. 7D*



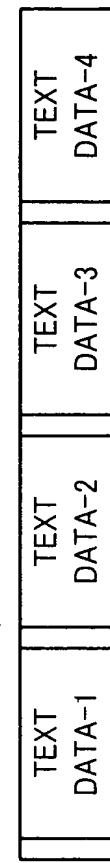
*Fig. 7E*



*Fig. 7F*



*Fig. 7G*



*Fig. 7H*

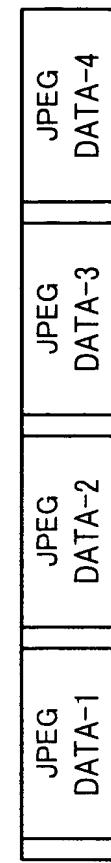


Fig. 8A

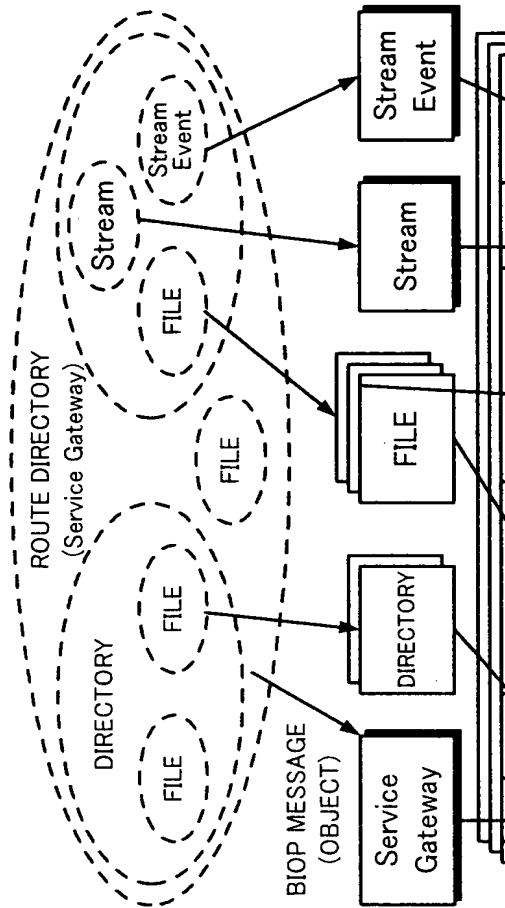


Fig. 8B

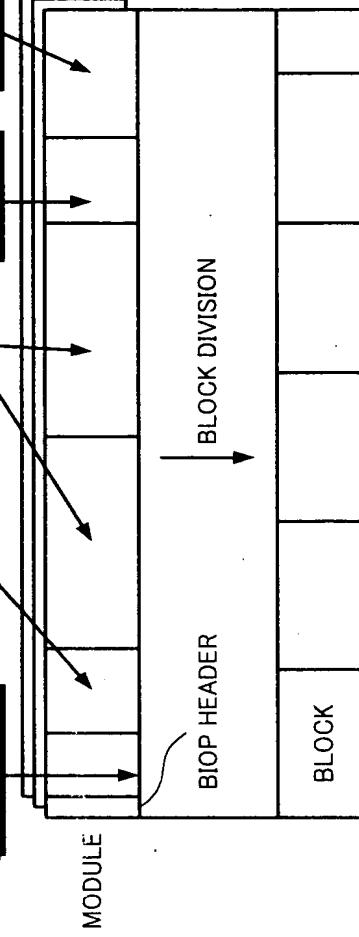
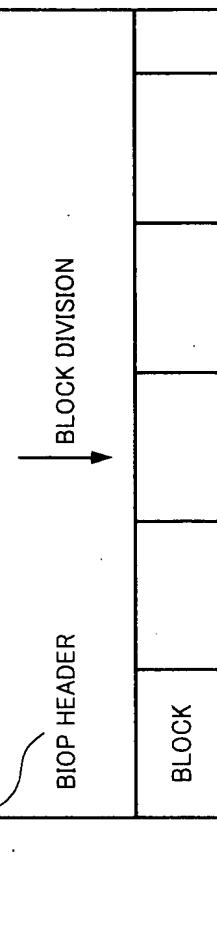


Fig. 8C



**Fig. 8D**

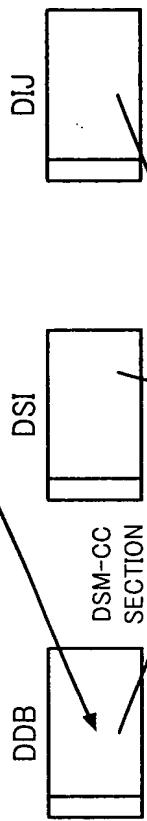
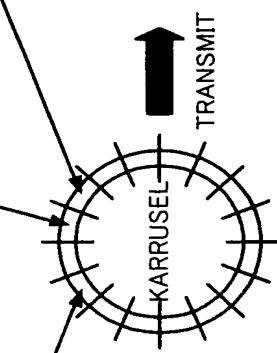
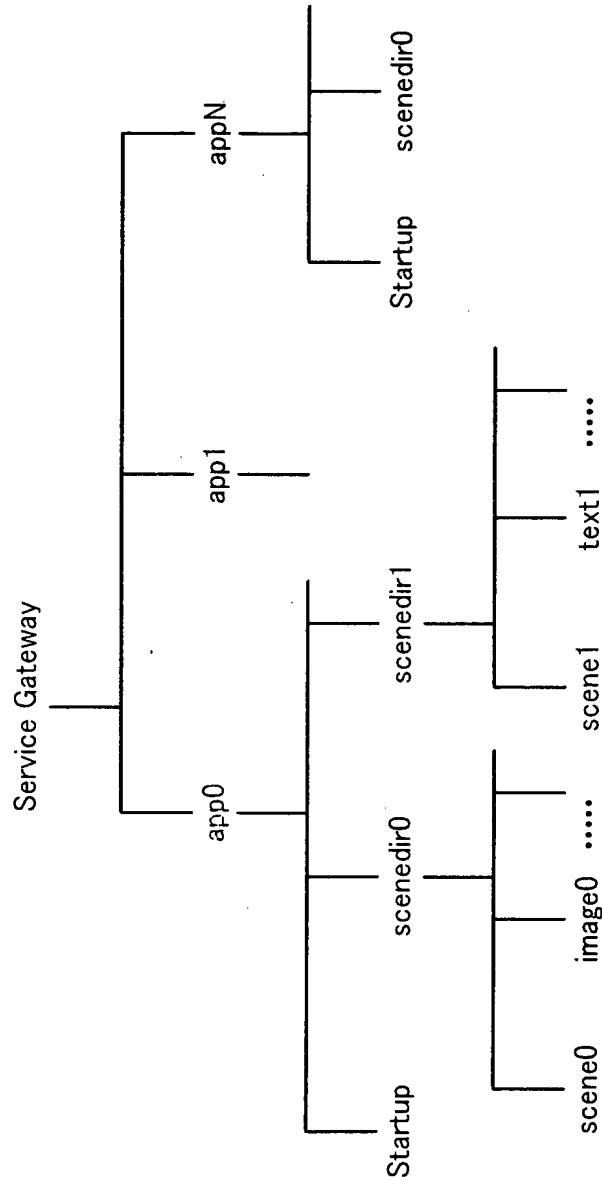
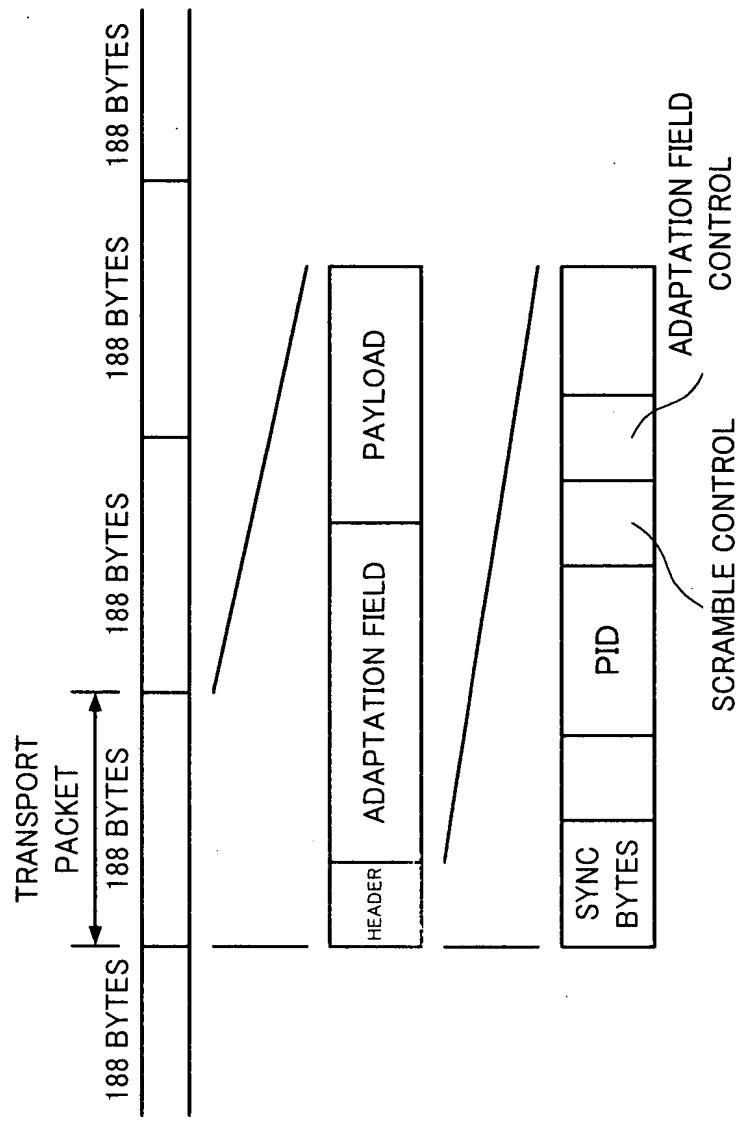


Fig. 8F



**Fig. 9**





*Fig. 10A*

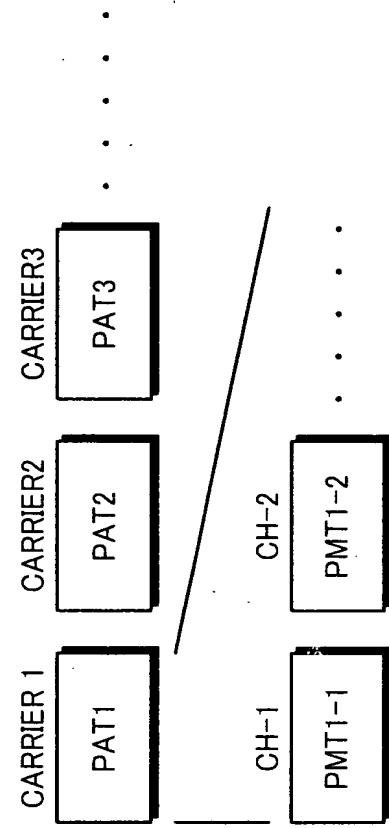
*Fig. 10B*

*Fig. 10C*

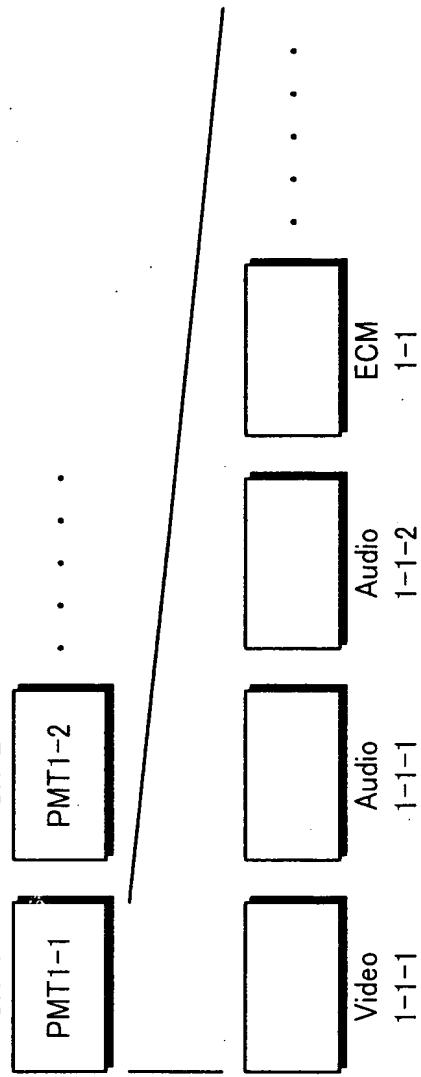
*Fig. 11A*



*Fig. 11B*



*Fig. 11C*



**Fig. 12**

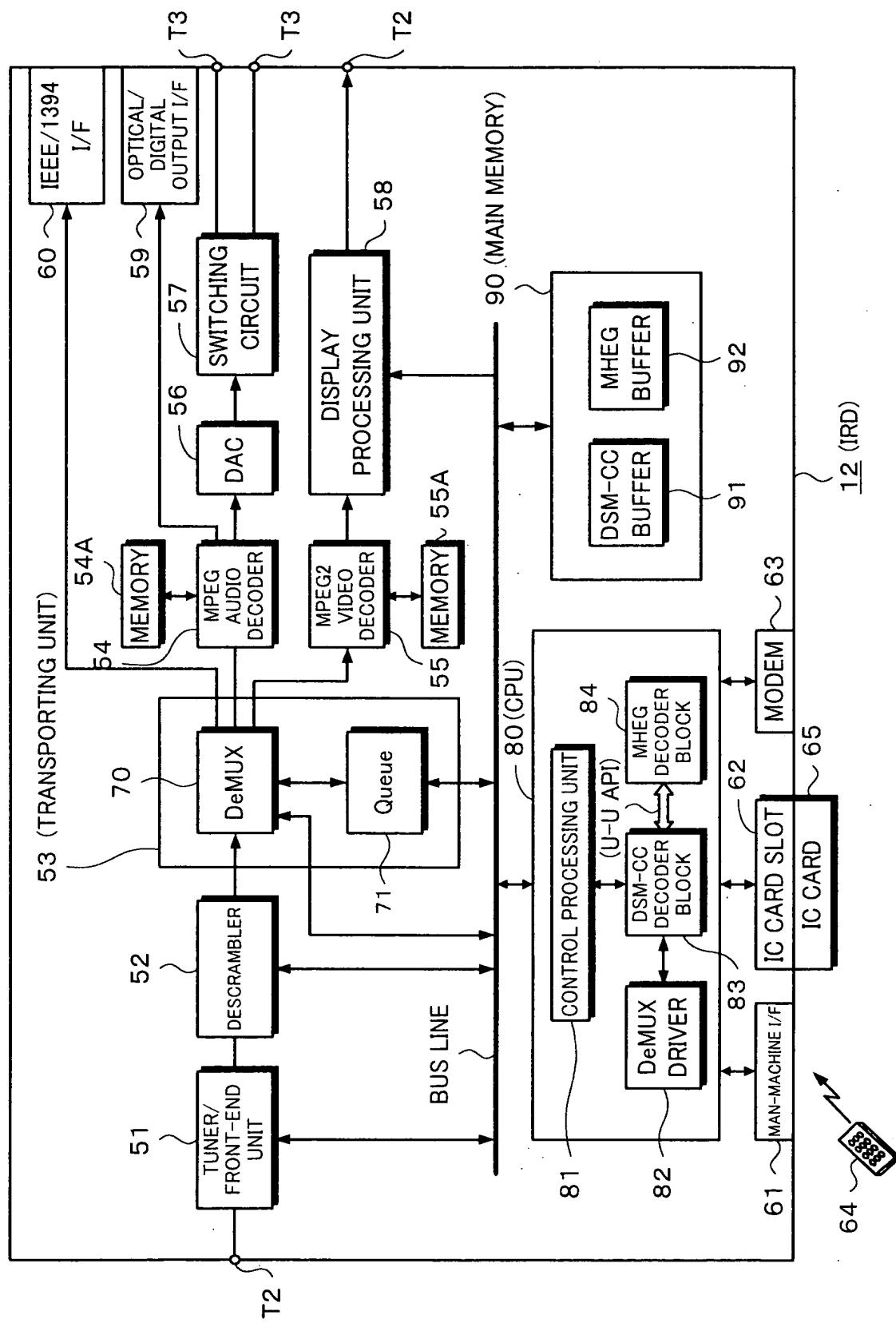
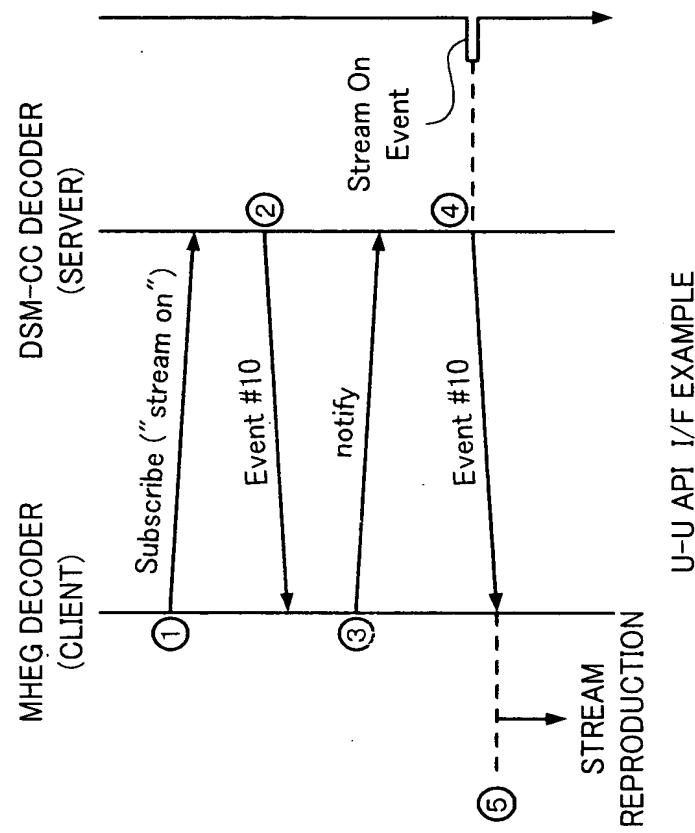
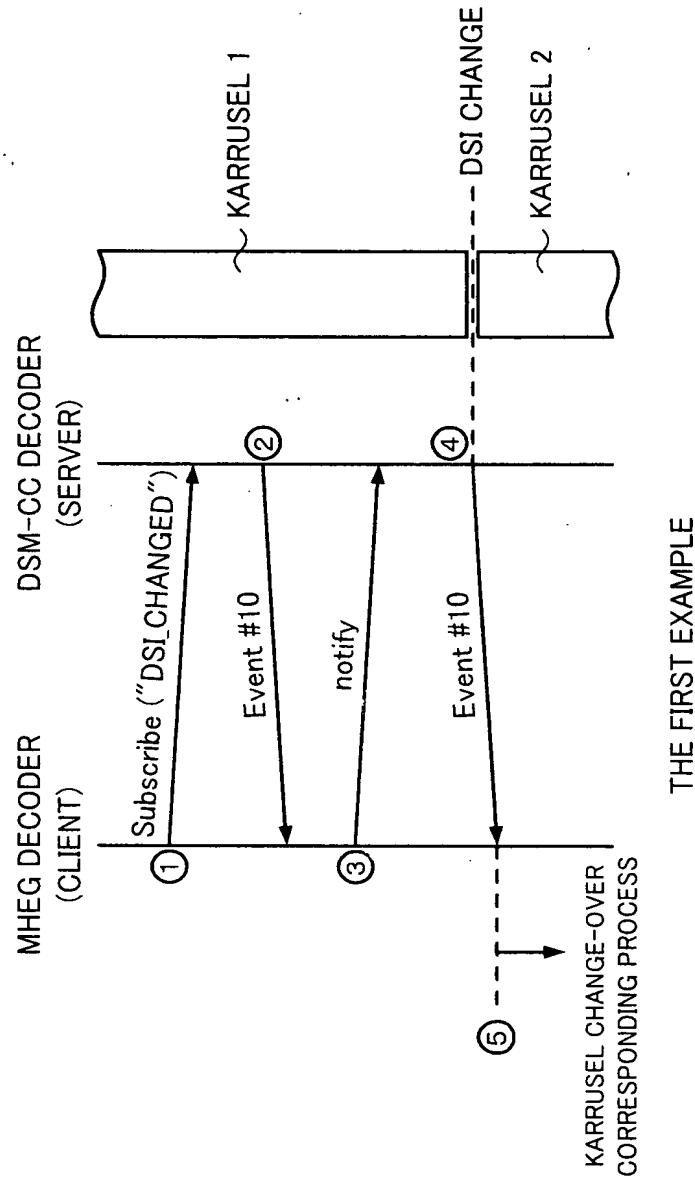


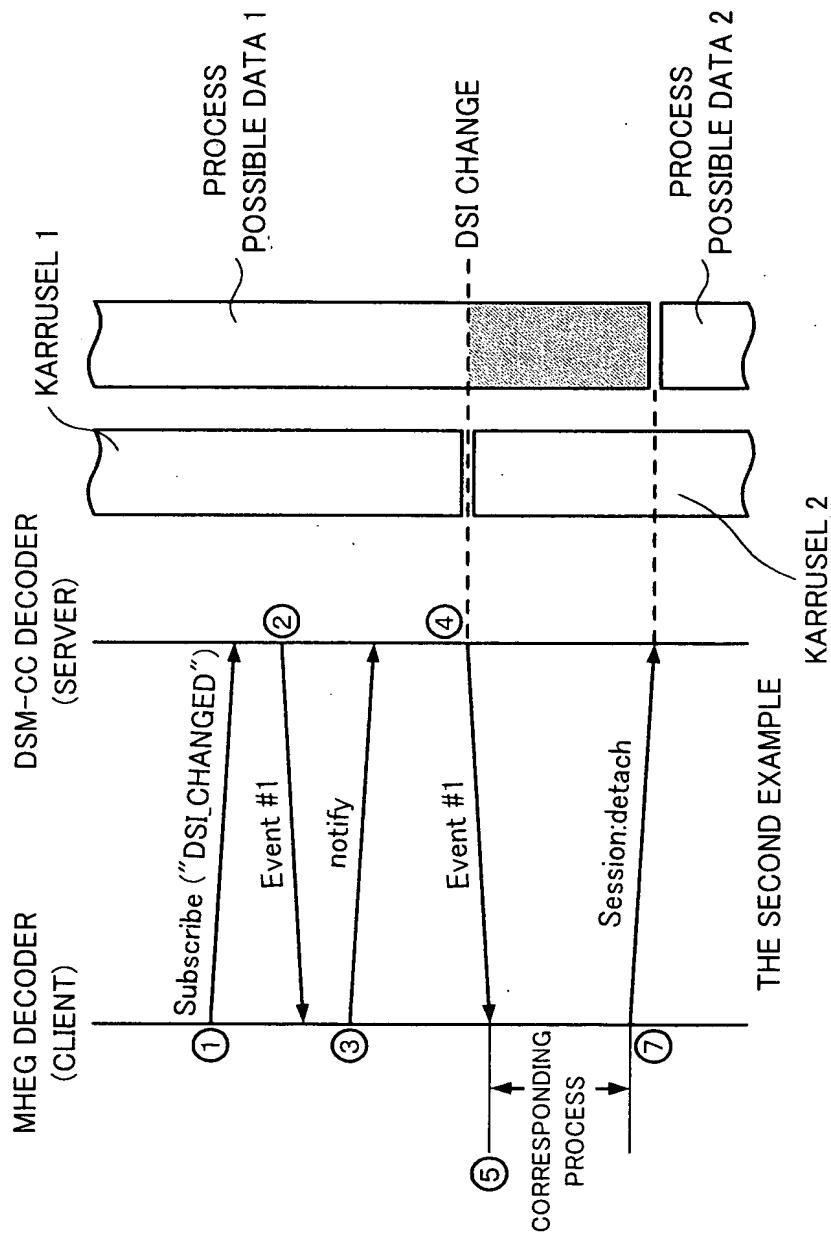
Fig. 13



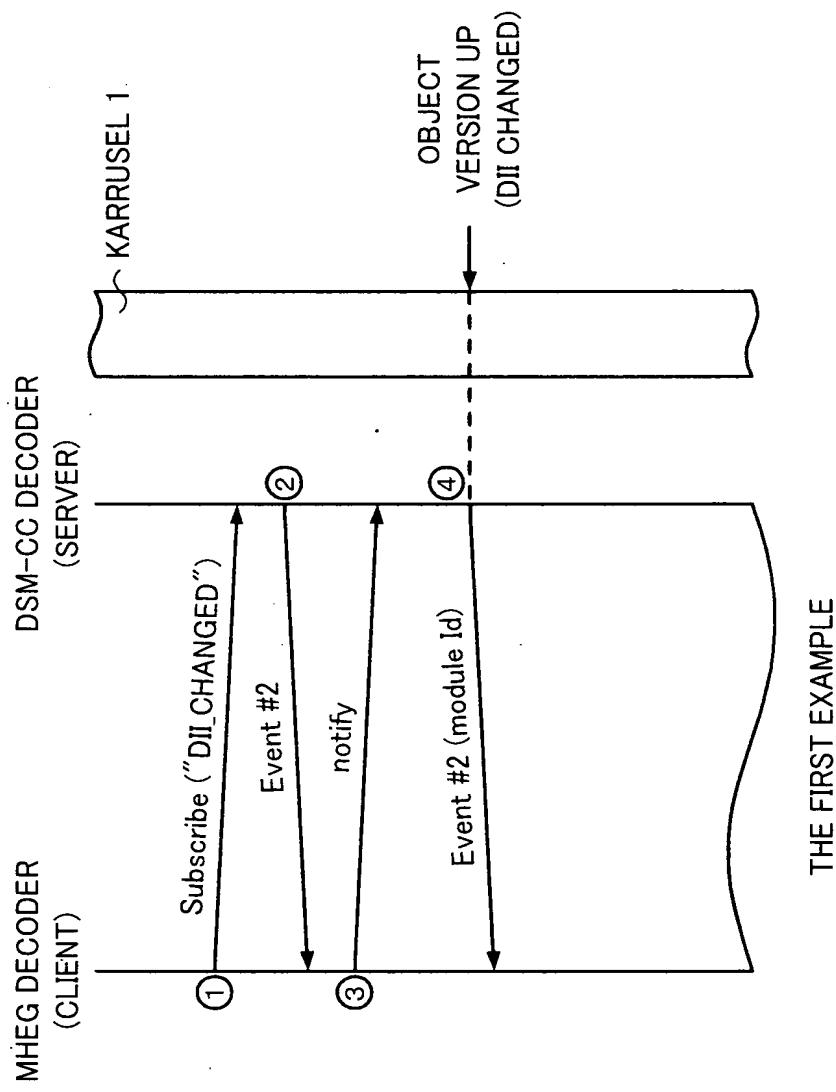
**Fig. 14**



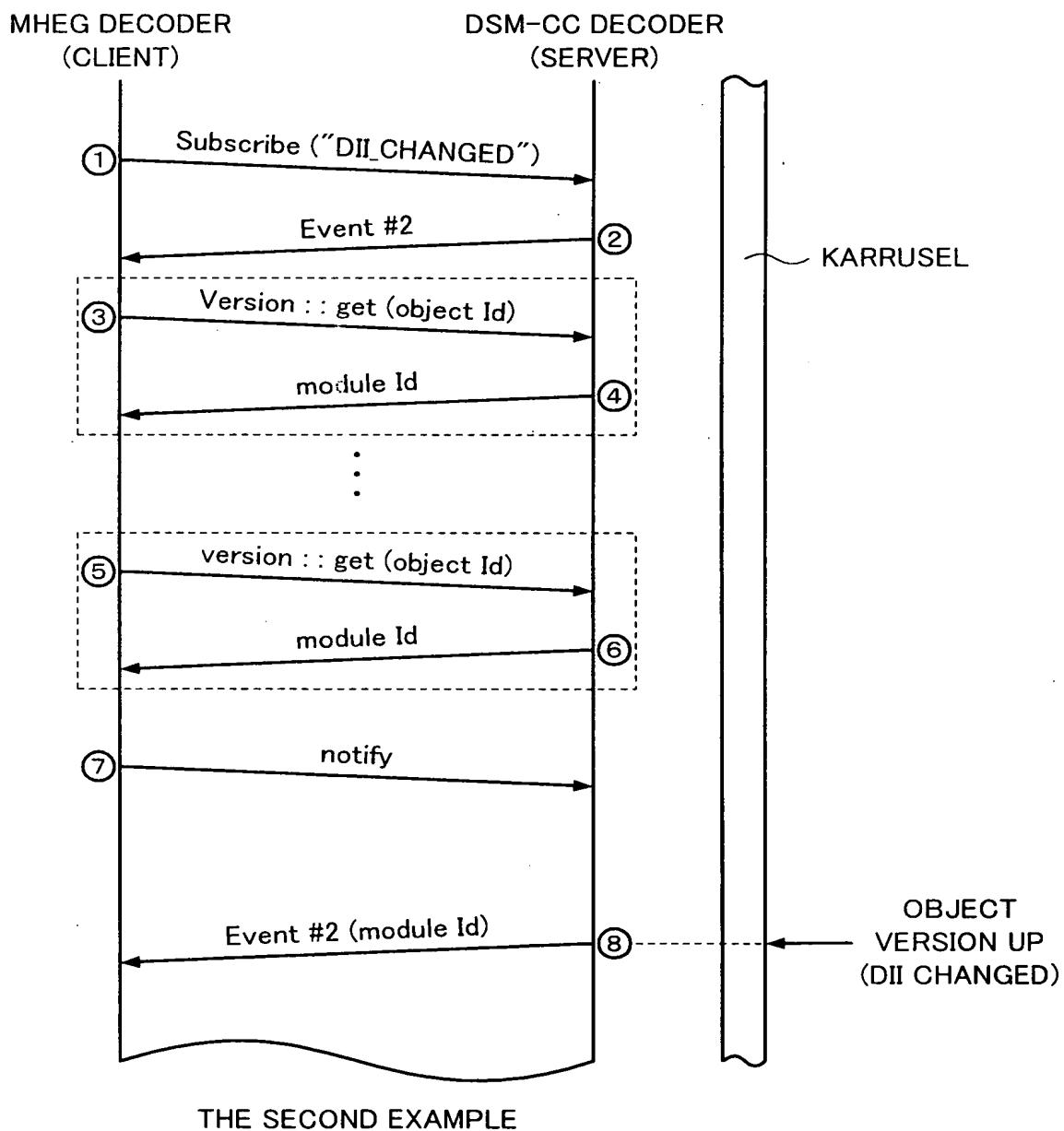
**Fig. 15**



**Fig. 16**



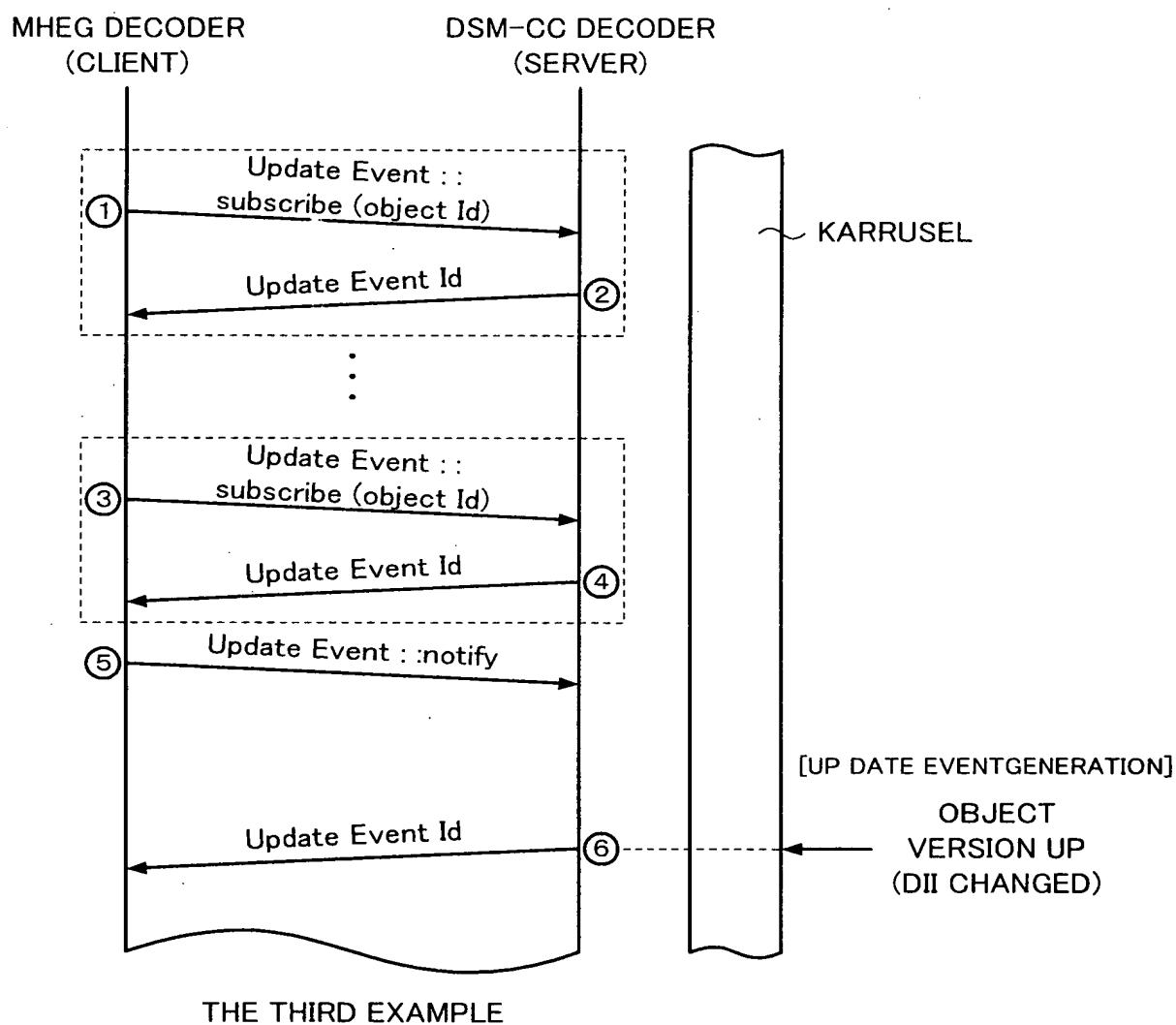
# Fig. 17



*Fig. 18*

object Id	module Id

*Fig. 19*



*Fig. 20A*

object Id	Update Event Id

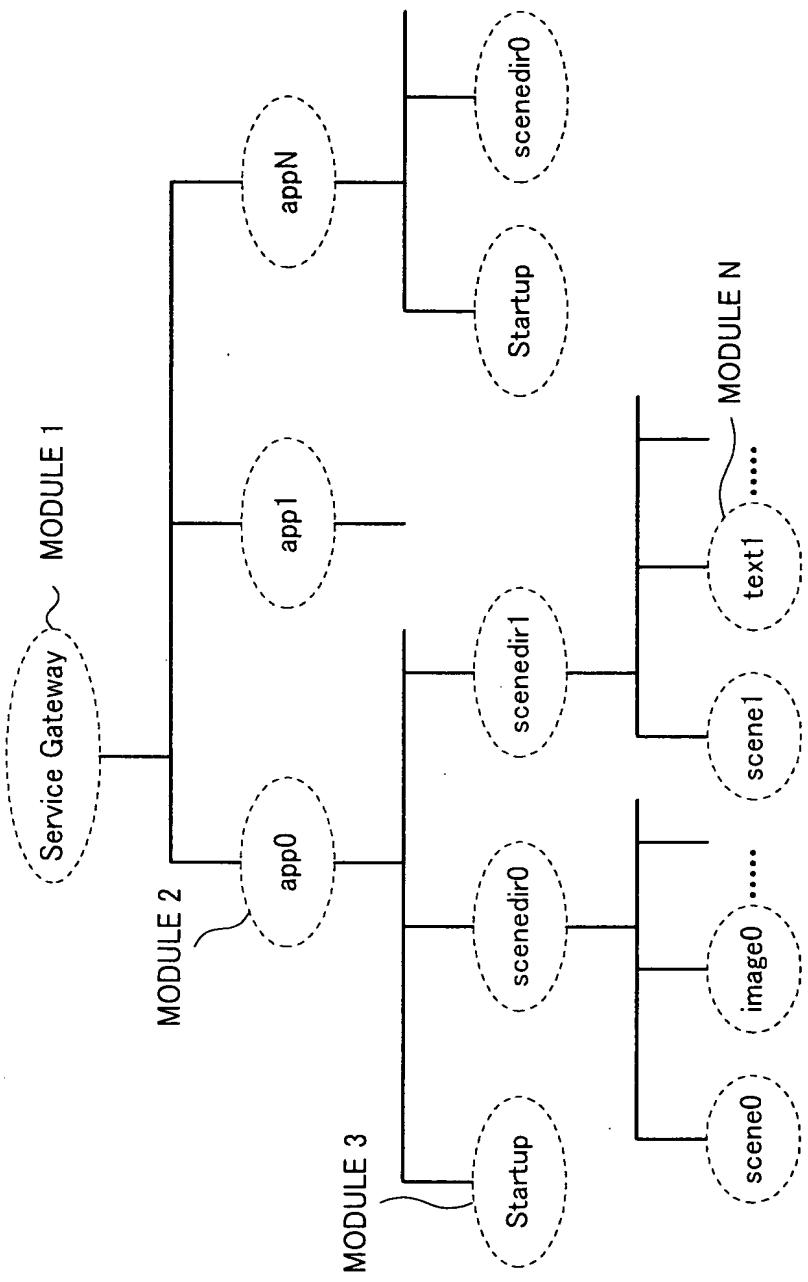
MHEG DECODER TABLE

*Fig. 20B*

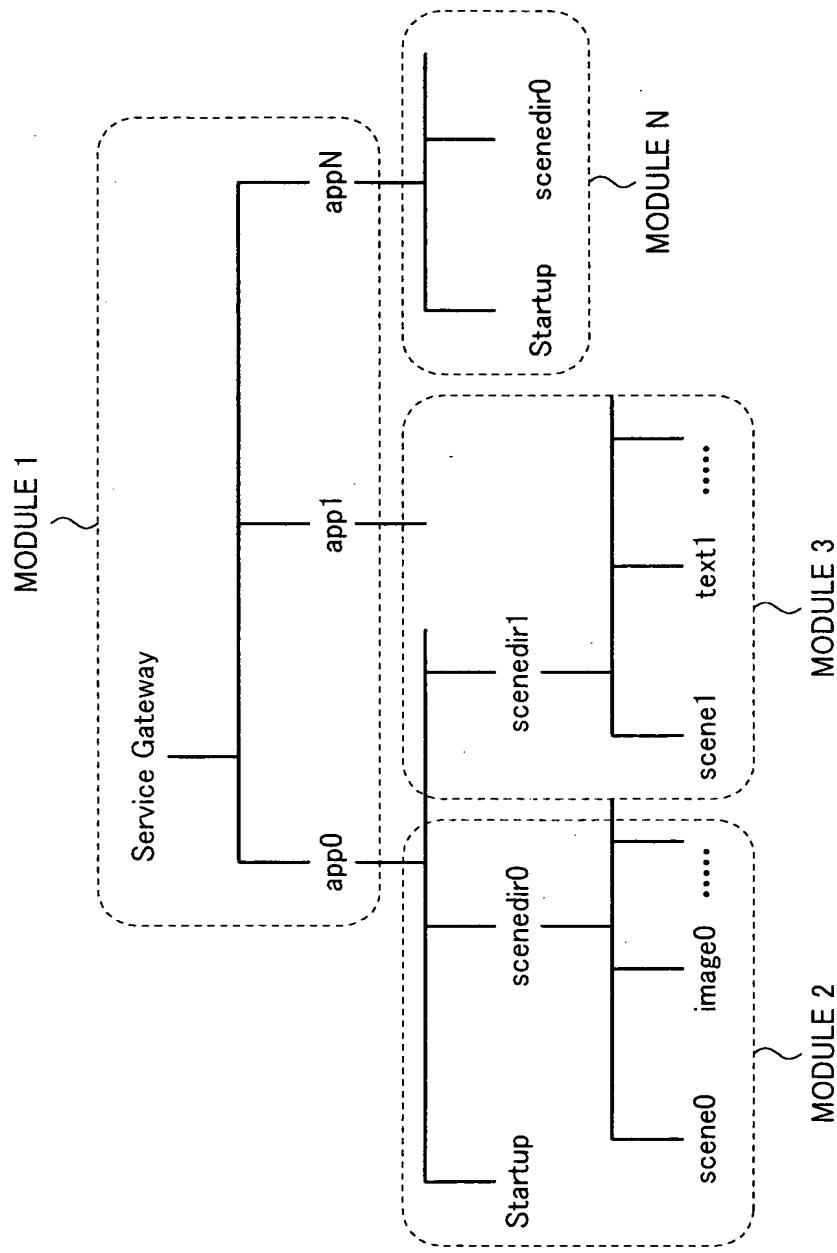
Update Event Id	module Id	module Ver. No

DSM-CC DECODER TABLE

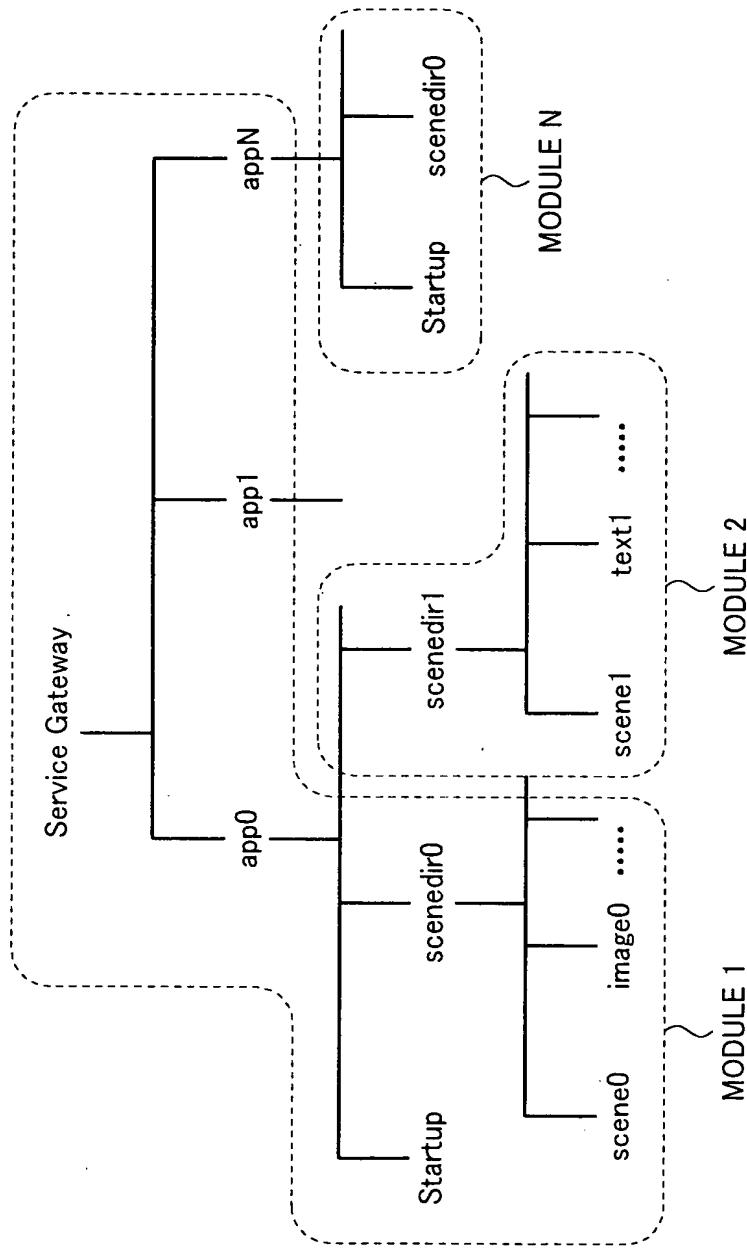
Fig. 21



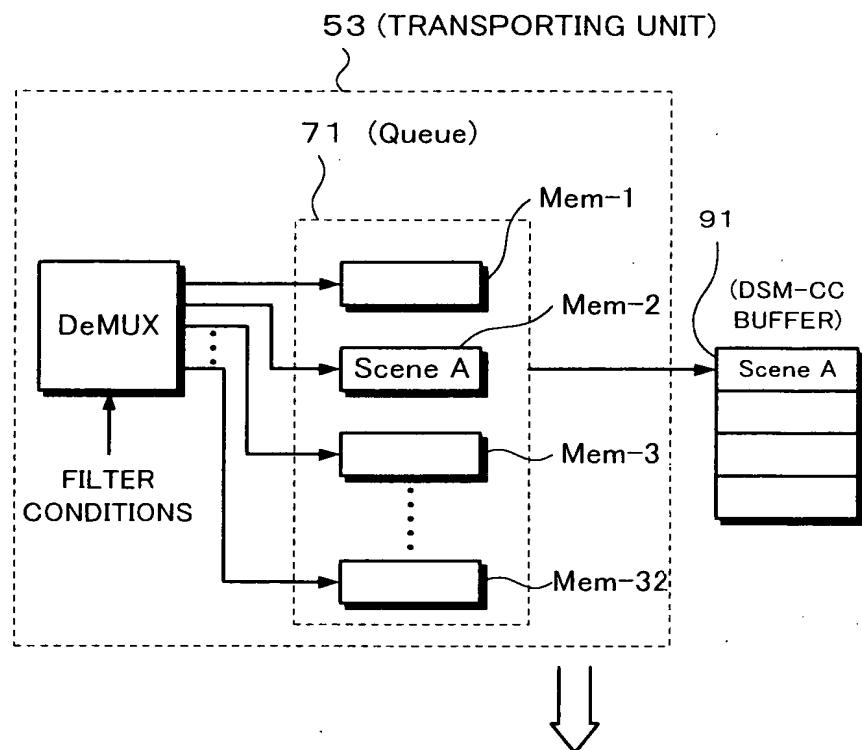
**Fig. 22**



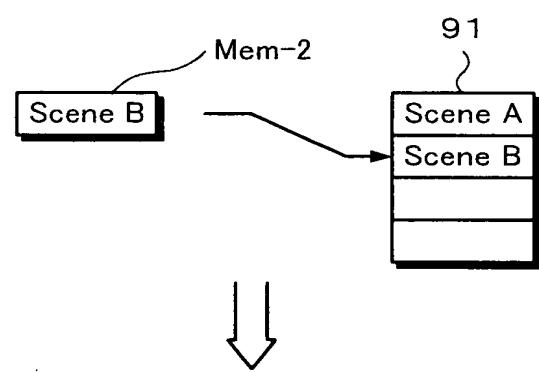
**Fig. 23**



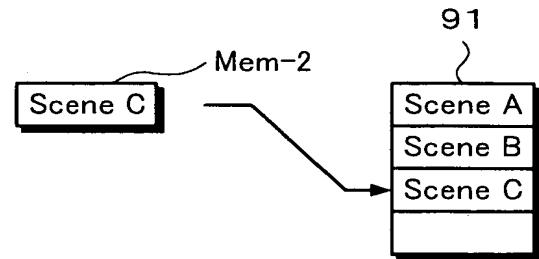
*Fig. 24A*



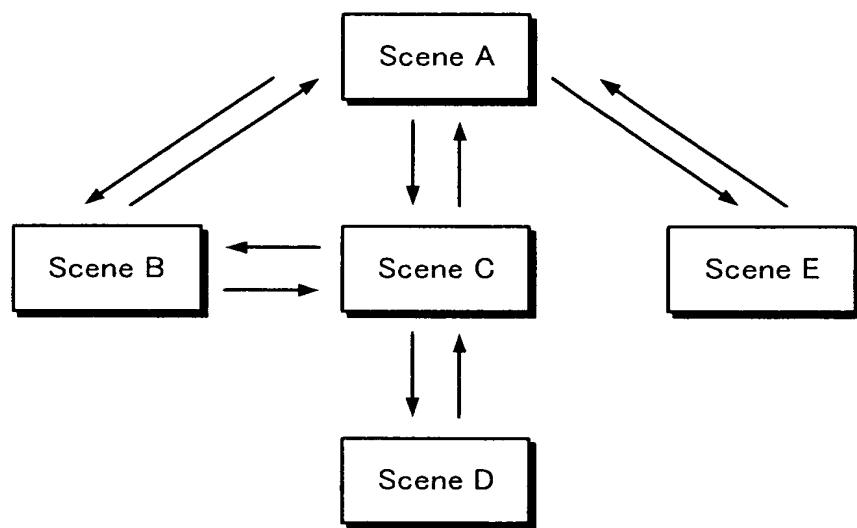
*Fig. 24B*



*Fig. 24C*

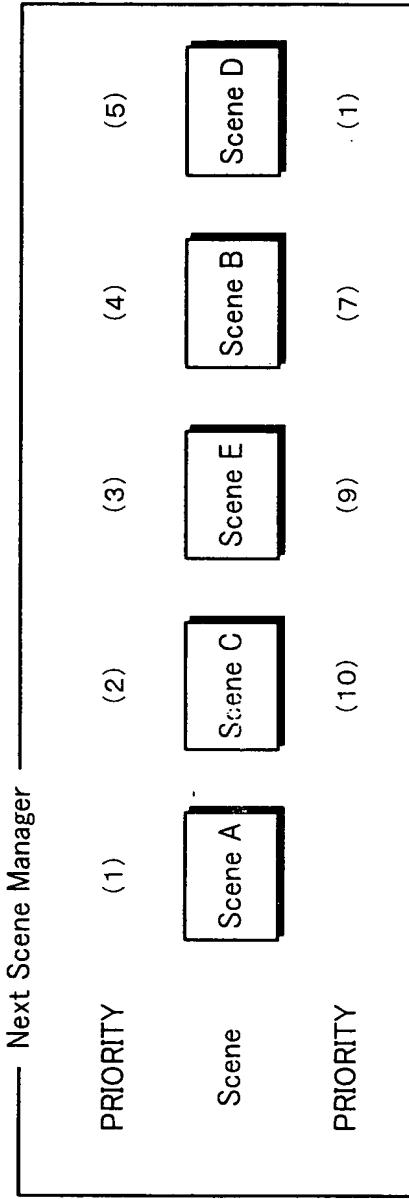


*Fig. 25*



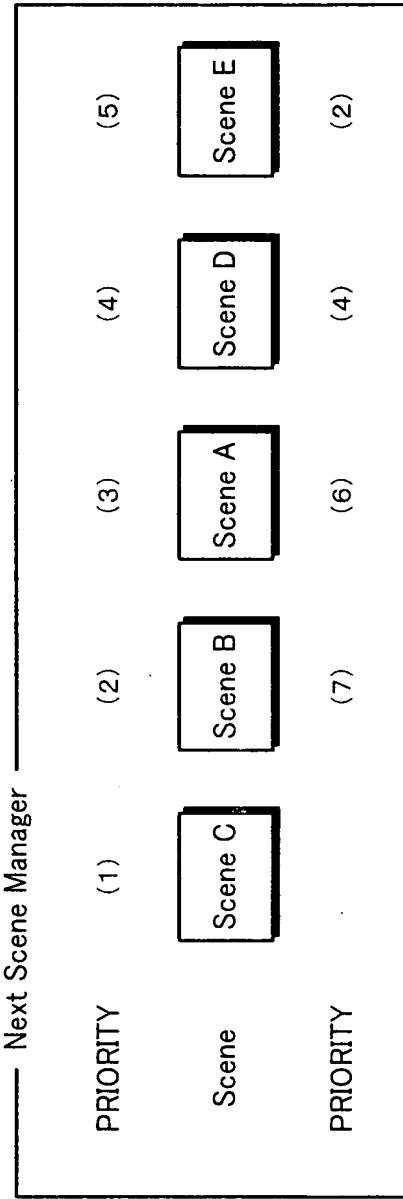
TRANSITION EXAMPLE

**Fig. 26**



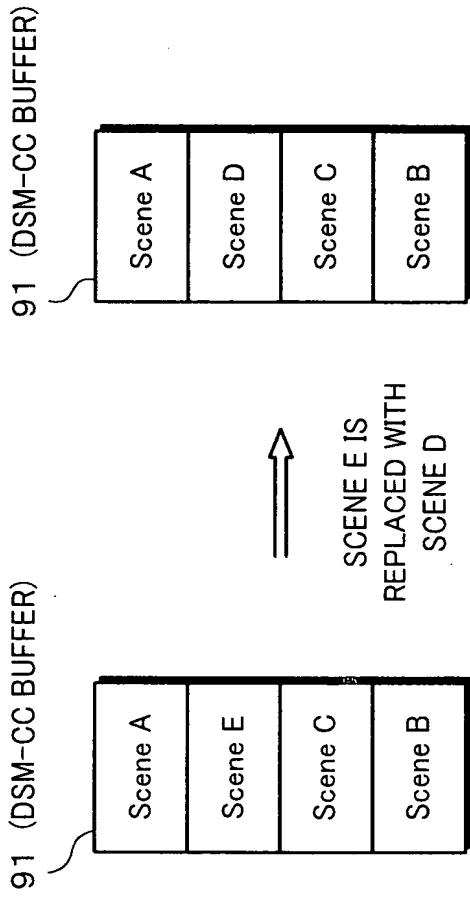
WHEN SCENE A IS OUTPUTTED

**Fig. 27**



WHEN SCENE C IS OUTPUTTED

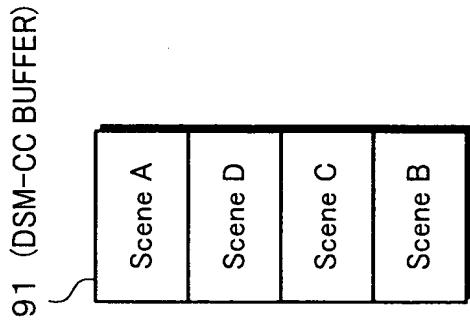
*Fig. 28A*



WHEN SCENE A IS OUTPUTTED

WHEN SCENE C IS OUTPUTTED

*Fig. 28B*

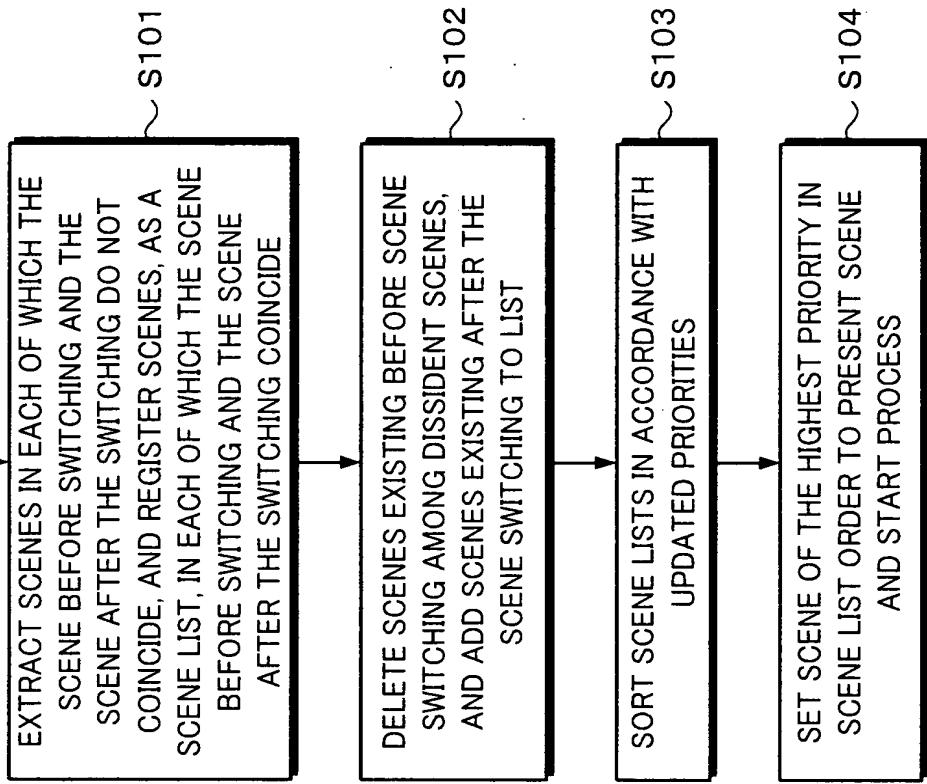


**Fig. 29A**

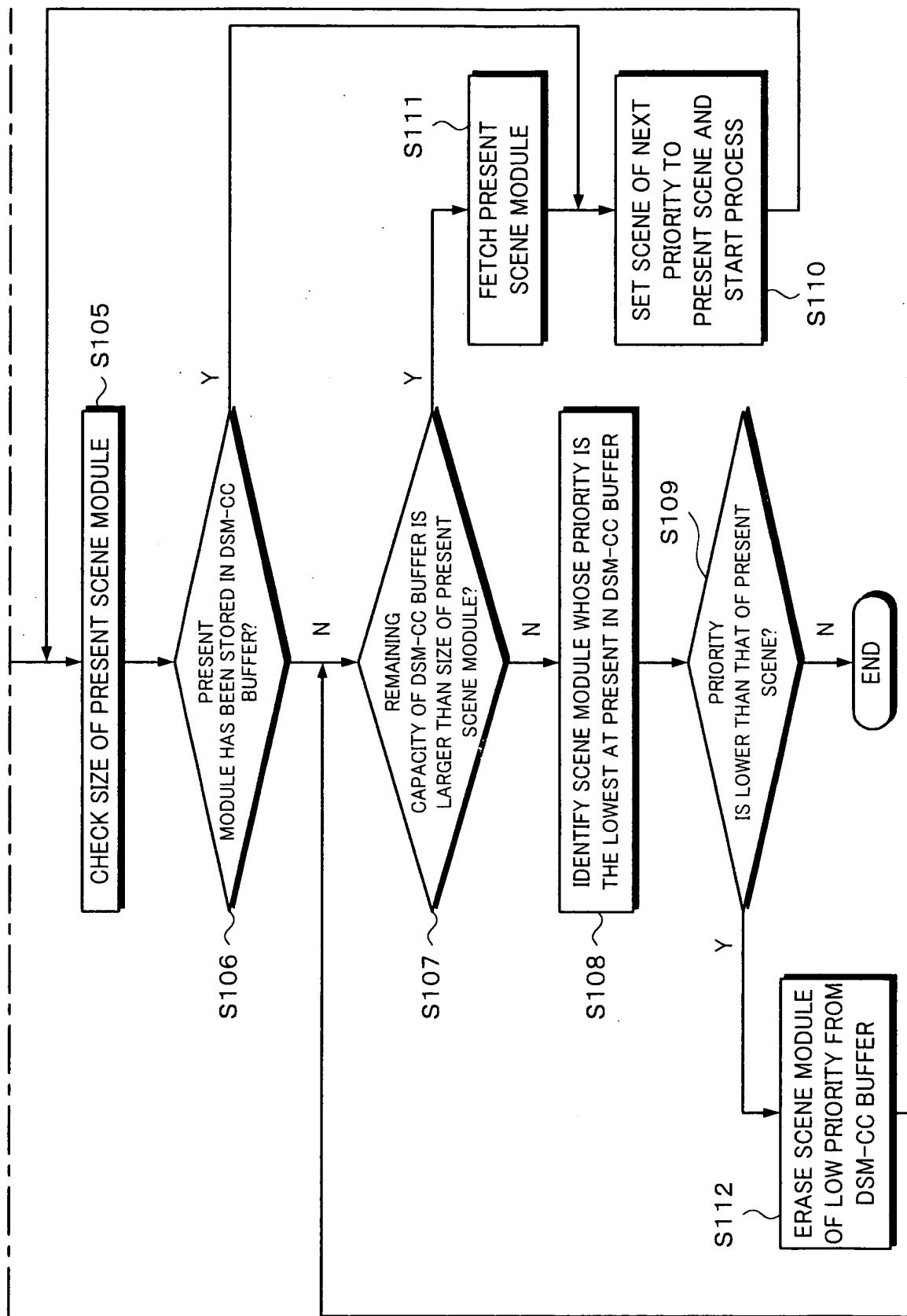
Fig. 29

Fig. 29A  
- Fig. 29B

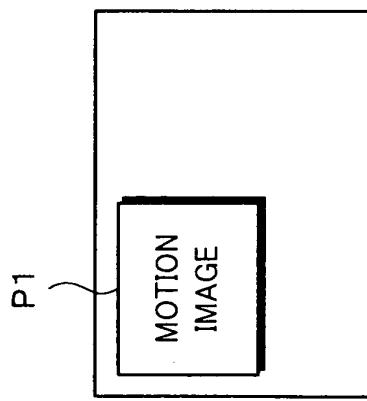
START



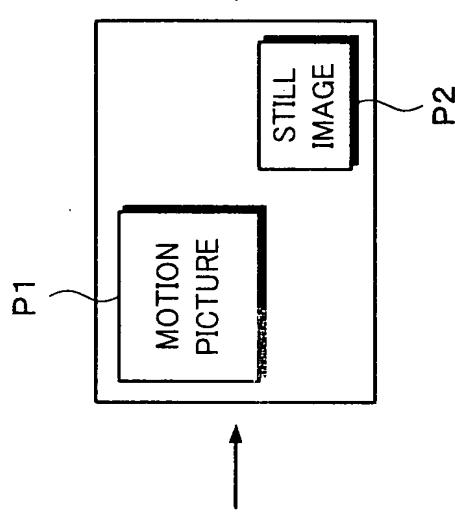
**Fig. 29B**



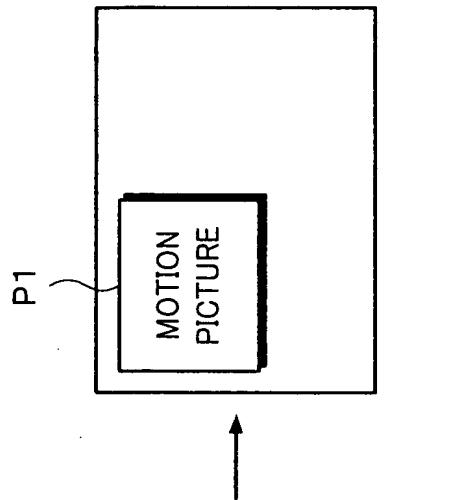
*Fig. 30A*



*Fig. 30B*



*Fig. 30C*



*Fig. 31*

DISPLAY DATA DESCRIPTION

INITIAL STATE: MOTION IMAGE DISPLAY ON  
INITIAL STATE: STILL IMAGE A DISPLAY OFF  
MOTION IMAGE: COORDINATES (10,10)  
SIZE (300,225)  
STILL IMAGE: COORDINATES (450,250)  
SIZE (200,150)

.....

IF EVENT 1 IS GENERATED, STILL IMAGE DISPLAY ON

.....

.....

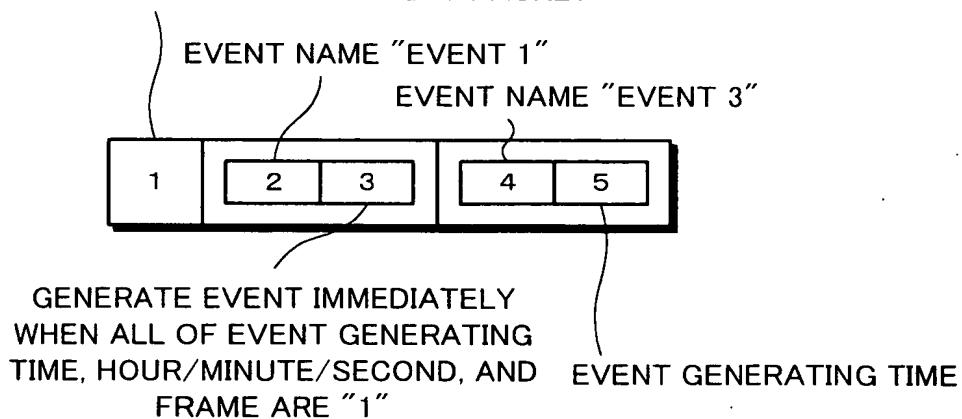
IF EVENT 2 IS GENERATED, STILL IMAGE DISPLAY OFF

.....

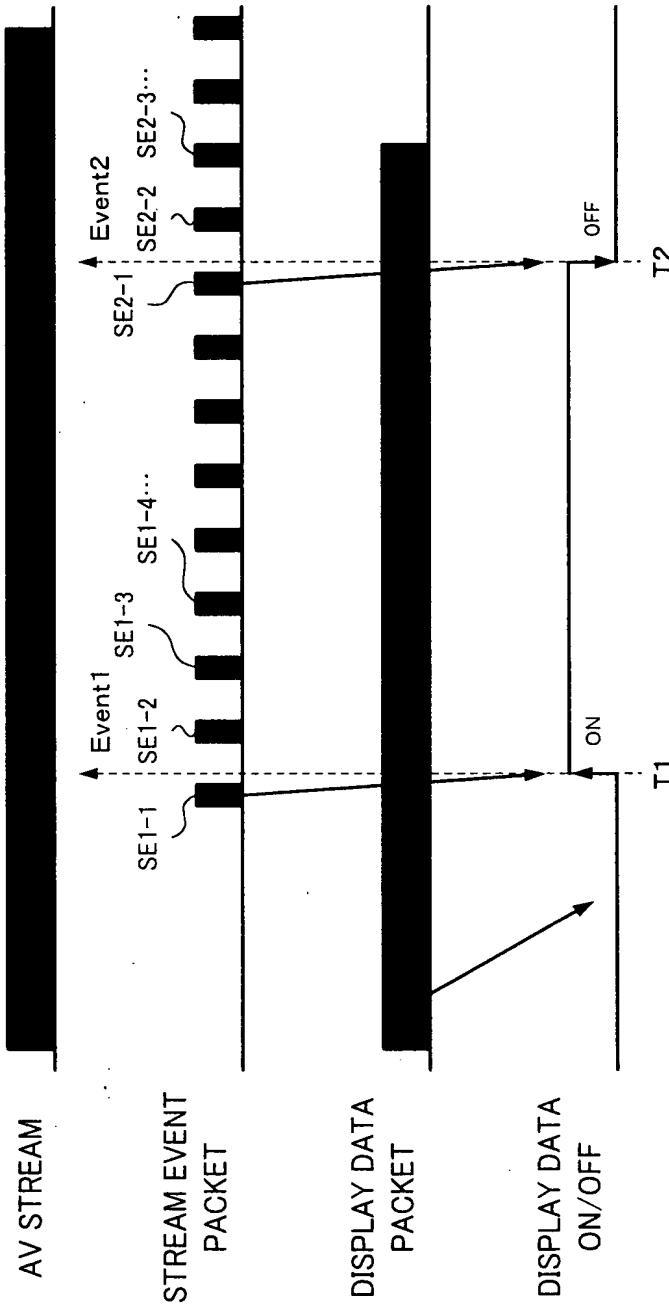
DISPLAY MEDIA DATA  
STILL IMAGE A

*Fig. 32*

HEADER INDICATING STREAM EVENT PACKET



*Fig. 33A*

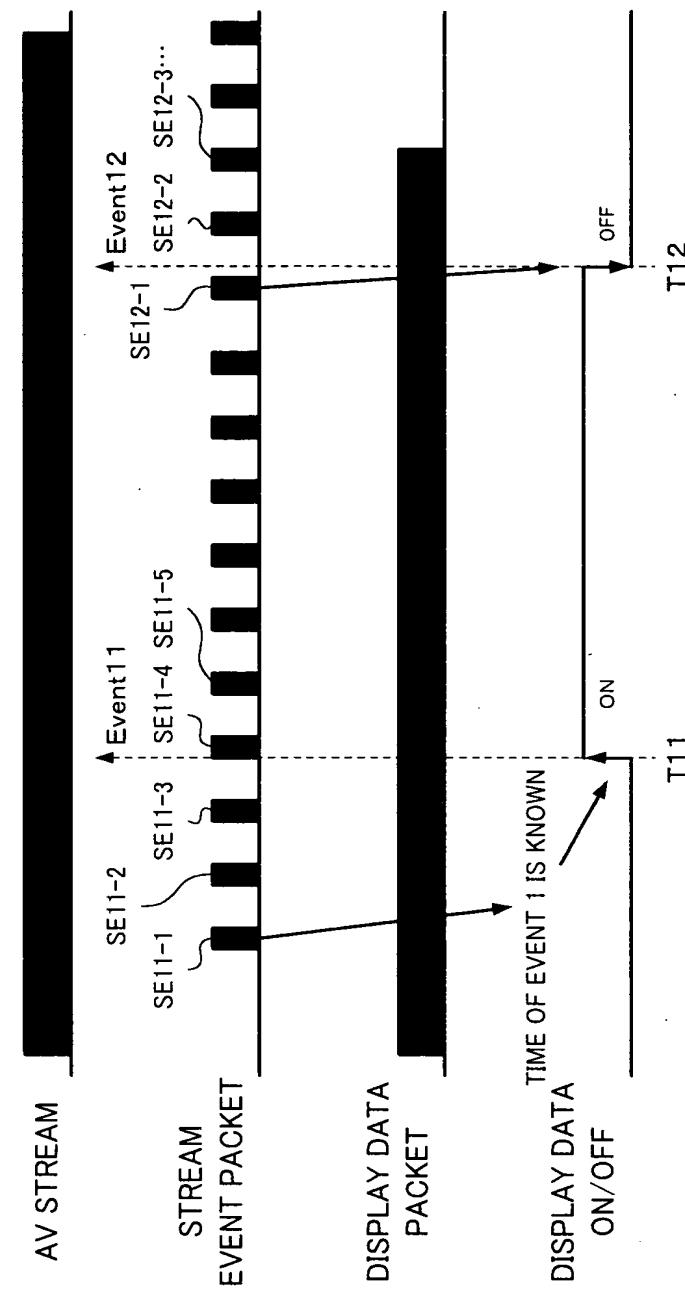


*Fig. 33B*

*Fig. 33C*

*Fig. 33D*

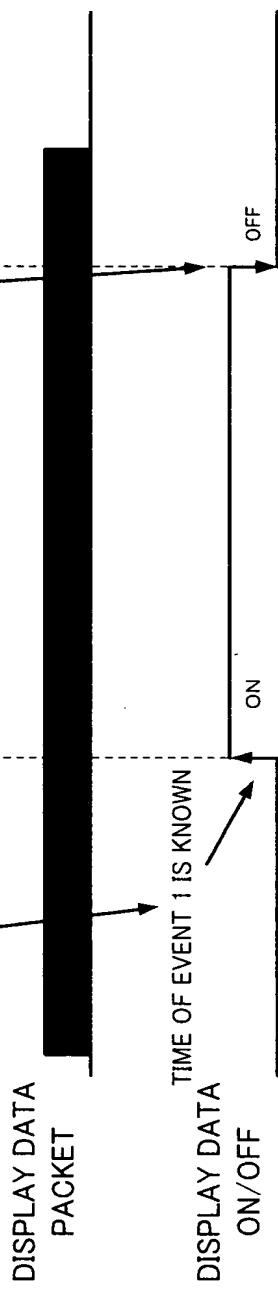
*Fig. 34A*



*Fig. 34B*

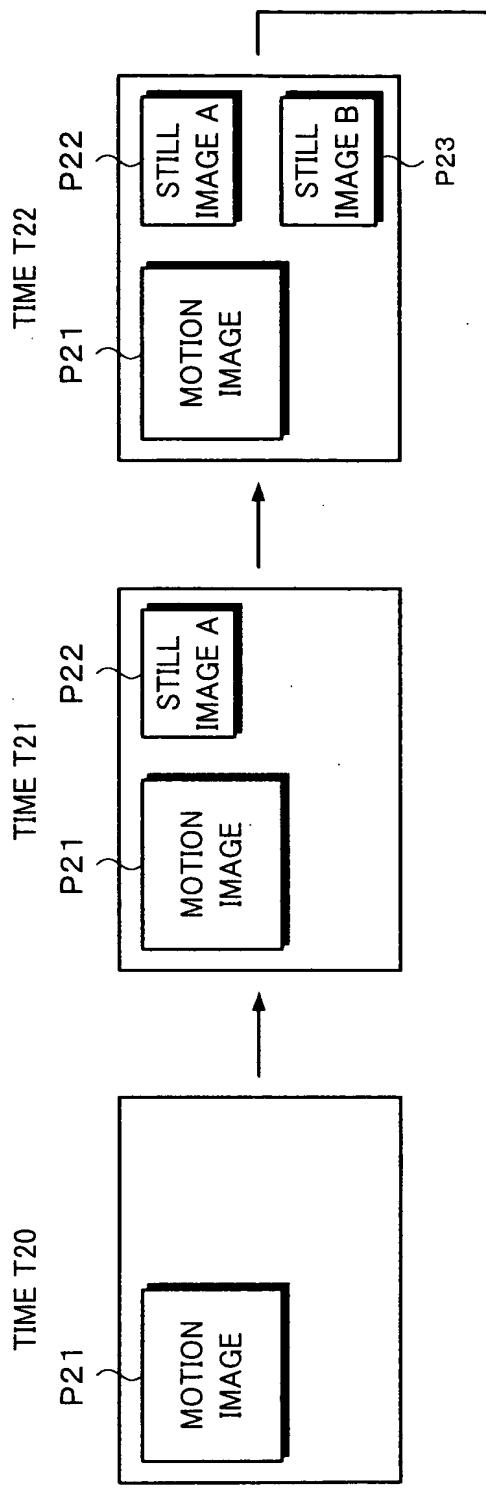


*Fig. 34C*



*Fig. 34D*

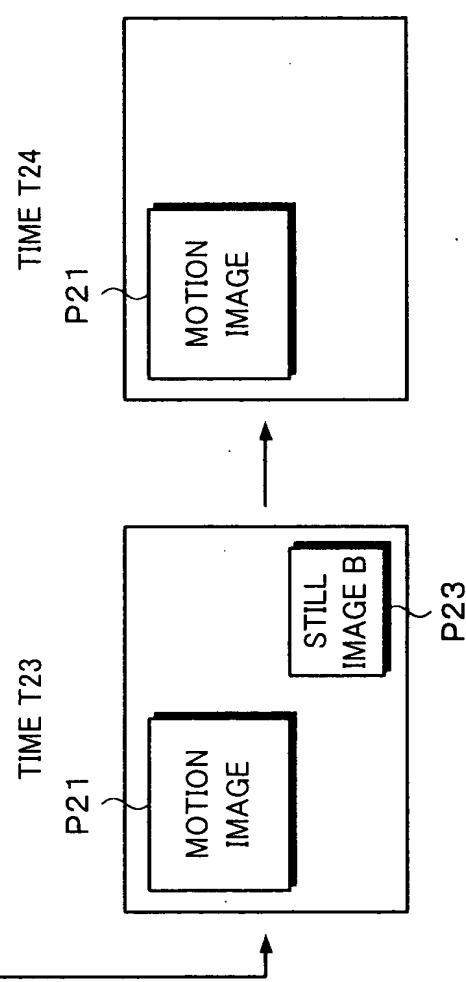
**Fig. 35A**



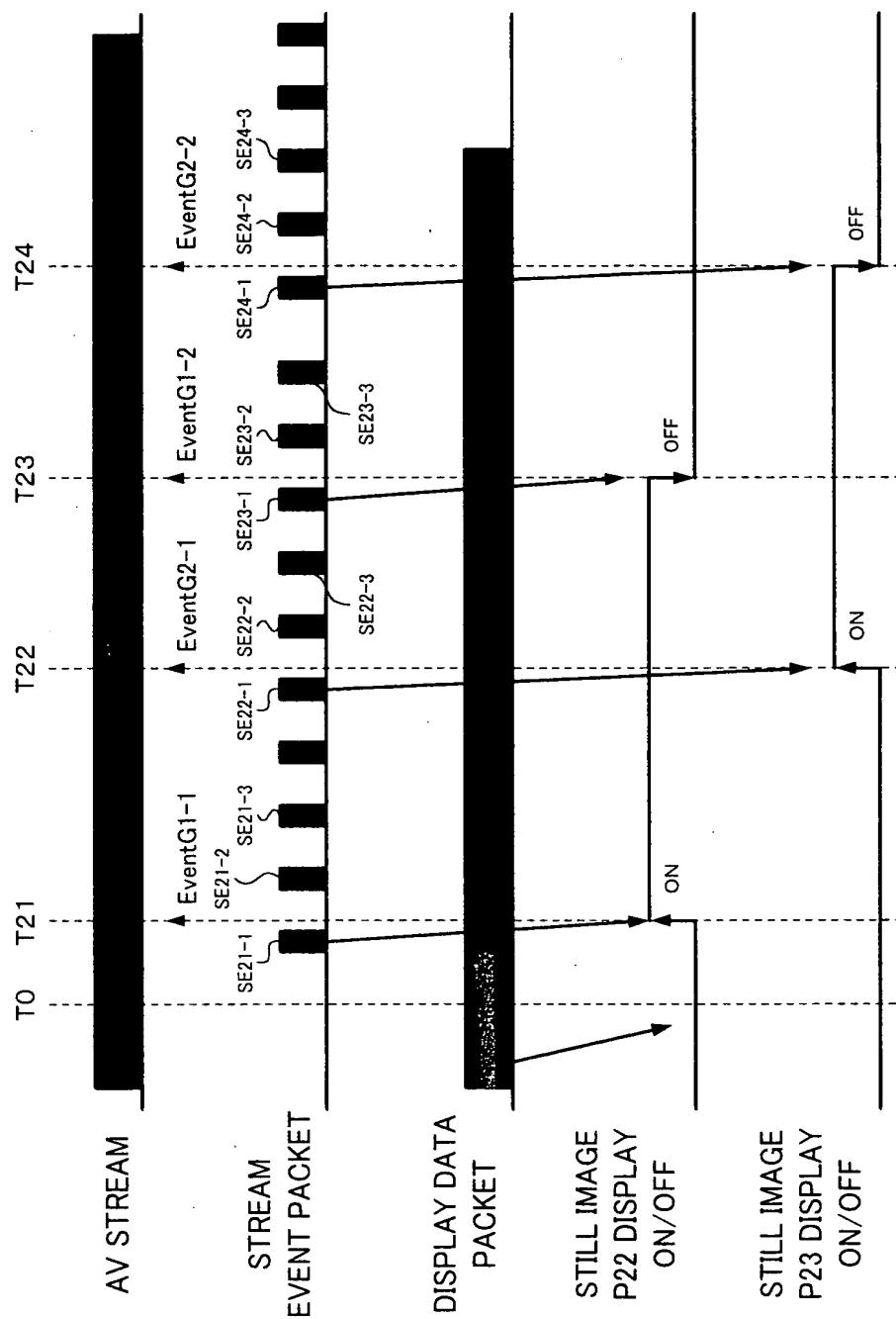
**Fig. 35B**

**Fig. 35C**

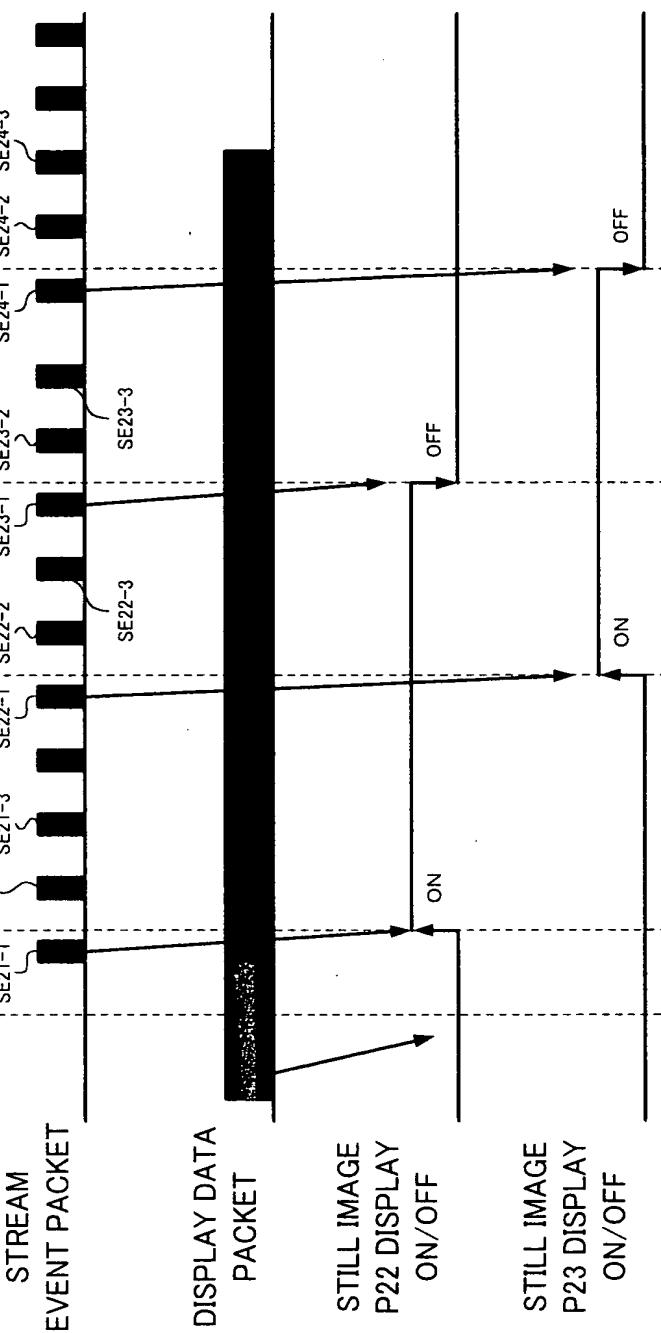
**Fig. 35D**      **Fig. 35E**



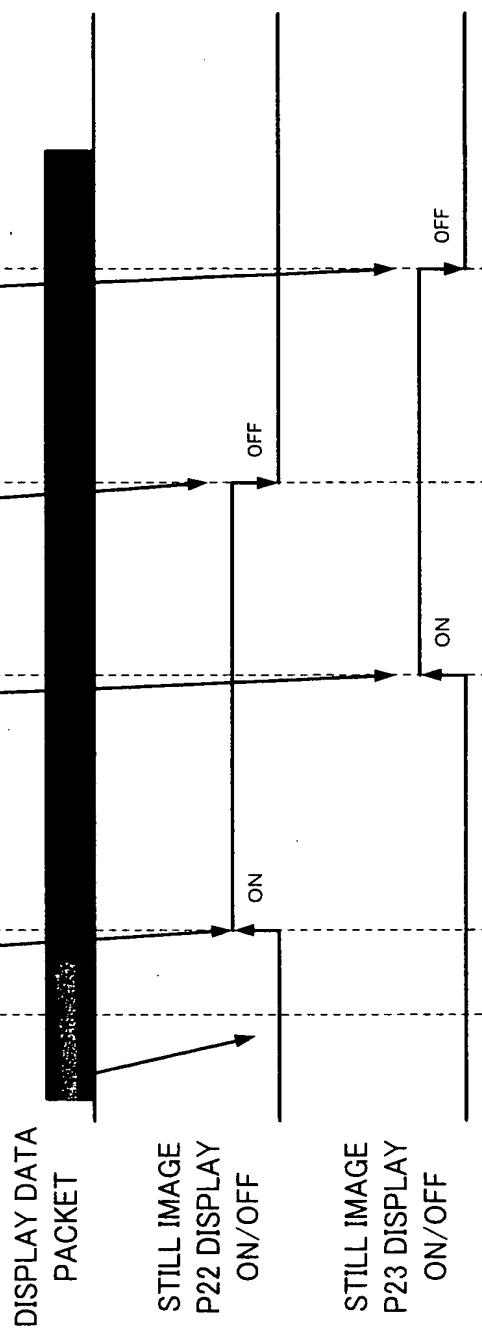
*Fig. 36A*



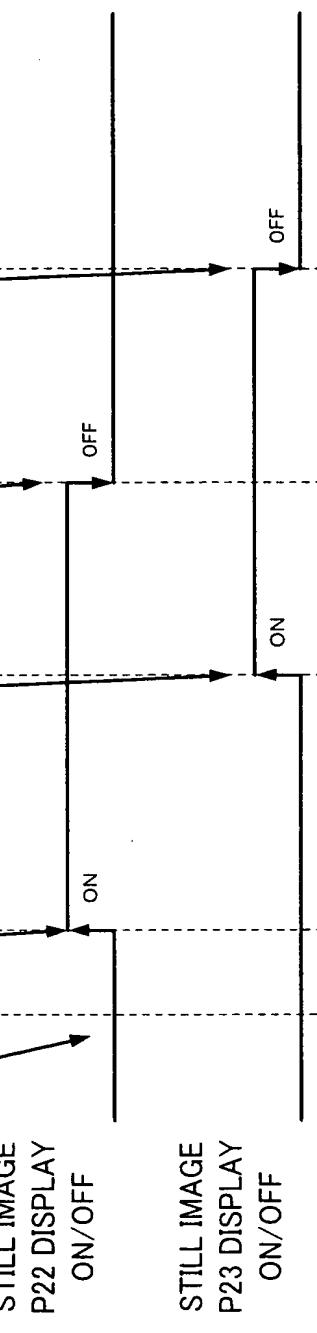
*Fig. 36B*



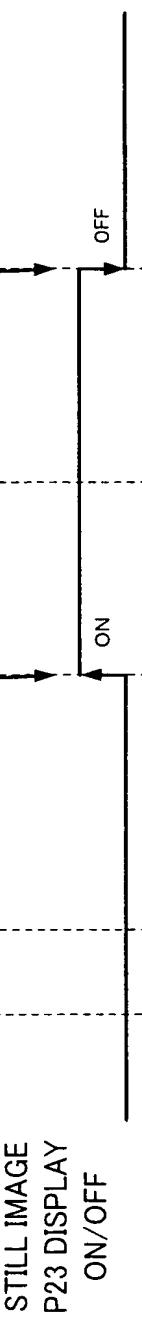
*Fig. 36C*



*Fig. 36D*



*Fig. 36E*



- 1.. GROUND STATION
- 2.. SATELLITE
- 3.. RECEIVING FACILITIES
- 38.. GUI SOURCE DATABASE
- 42.. GUI AUTHORIZING SYSTEM
- 44.. DSM-CC ENCODER
- 45.. MULTIPLEXER